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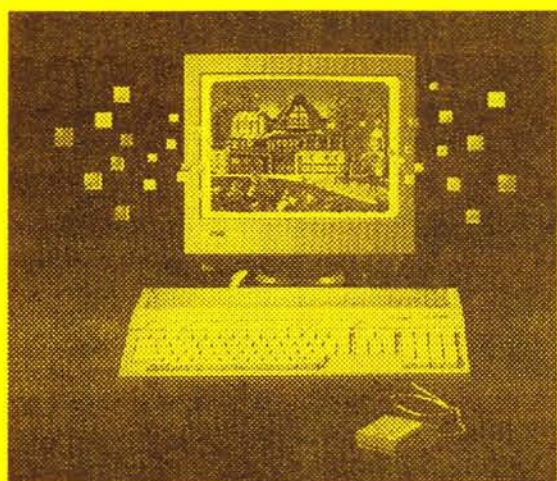
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Associate Editor

Jim Hood
Ray Thomas

San Leandro Computer Club

P.O. Box 1506

San Lendro, CA 94577-0374

An independent, non-profit organization of Atari microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the Journal and participation in club activities. A membership application appears elsewhere in this issue.

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February

1992

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CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	Main Meeting 8:00 p.m. San Leandro Library	5	6	7	8
9	ST Meeting 8:00 p.m. San Leandro Library	11	12	13	14	15
16	17	18	ST Beginners SIG 7:00 p.m.	20	Journal Deadline	22
23	24	25	26	27	28	29

Call SIG Leaders to confirm meetings.

The Atari ST As Money Maker

By Ray Thomas, DTP Sig Leader

There are thousands of people who are well-equipped to do desktop publishing with Atari equipment. Unfortunately, most of them are just "playing" at being desktop publishers.

Many use this equipment to produce small newsletters for non-profit groups. Others publish small publications for a small group of people. Some even do some ad design and even make a few bucks doing it.

But what I'd like to see is the Atari system become as predominant in desktop publishing as is the Macintosh. The Macintosh isn't any better at it, and I've even seen some evidence to suggest that Atari is really the better of the two systems.

MAKING VISUALS FOR INDUSTRY

Jim Hood is employed full-time in his own business, which is making slide-based visuals for industrial and sales applications. This is a business where a lot of money could be made, if promoted right.

I'm involved in one of the fastest growing businesses in the country right now: network marketing. I'm constantly seeing successful network marketers taking advantage of that success to market slide shows and audio and video presentations to other network marketers to make even more money.

Somebody has to create those visuals—and someone is, and is making a lot of money at it.

Every sales organization on the planet uses such visuals at their sales meetings. Industrial companies use them, not only in sales, but in production, as well.

In finding outlets, all you

Ever smell an



have to do is sit down and think about people and companies who could benefit from this service, and contact them to show them your samples.

If they like what they see, selling them on using your service isn't hard. They know the value of these visuals.

MAKING RUBBER STAMPS

Larry Edwards, of Oakland Rubber Stamp, uses the ST to make originals for rubber stamps, using what appears to be a chemical process to create the rubber or plastic type.

Most large rubber stamp companies have hundreds of thousands of dollars invested in equipment to produce these stamps.

But I'm probably a good example of the fact that this business can be started small. I used to make rubber stamps and sell them through "Quick Printers" and stationery stores all over the State of Indiana—and I did it on my kitchen table with a press that wasn't any bigger than a breadbox.

I did it for an entire year while recovering from a severely broken leg which did not allow me to do my regular work.

The only reason I'm not still in this business is that I couldn't make enough money hand-setting "hot" type. So when I was able to go back to my regular work, I got

out of it. But with the improvement in technology, allowing the type to be set by computer, using a chemical process to make the molds for the rubber or plastic type, it should prove to be a profitable business without the necessity of buying a Linotype machine or a Ludlow to reduce type handling.

CONTRACT NEWSLETTER PUBLISHING

The business that allowed me to find desktop publishing is contract newsletter publishing for medical groups.

In 1986, I had agreed to produce a newsletter for a chiropractor, using that to pay off a large chiropractic bill caused by a severe neck injury. (Seems like being "bent and broken" has caused me to have several good ideas.)

While doing this newsletter, it occurred to me that I could, while doing the same amount of work, produce the same basic newsletter for many different chiropractic groups, with each paying me a nice fee for the service.

Every chiropractor subscribes to a service where they are provided with many different circulars promoting chiropractic. The information in these circulars is the result of priceless research.

I took these circulars and, without copying the articles that resulted, used this research to produce my own new articles for the newsletter. (The articles themselves were copyrighted. But research, like ideas, cannot be copyrighted. Therefore, as long as I did not copy the articles, but wrote my own, based only on the research, it was legal to do so. This allowed me, who knew nothing about chiropractic, to write articles that

were technically correct, to promote their practice. And I became pretty well-versed in chiropractic lore in the process so that, one day, I could do my own research and write articles from it.

At your library, and in places the chiropractor can tell you about, are sources of more information that can be used in the same way, so you'll never run out of information for succeeding issues of the newsletter.

OK. That takes care of one newsletter. Now let's talk about how to "syndicate" this newsletter to make the "big bucks."

All over the country—all over the world, in fact, are chiropractors. Each one of them needs a way to keep their name in front of their patient list on a regular basis, and would love to have such a service, if brought to their attention and the cost is within their means.

This newsletter you have produced for one chiropractor can form the basis for a newsletter that could be produced for hundreds of chiropractors all over the country—even all over the world if you plan it right.

Suppose you're producing a newsletter based on an 11" x 17" sheet, folded in half to make an 8-1/2" x 11", four page product.

The middle two pages could be devoted to the articles designed to promote chiropractic. The outside two pages could be "personalized" for each subscriber to your service.

On these outside pages could be printed notices of new associates joining the practice, special announcements and special offers, such as free first office visits and free spinal exams, etc. Some chiropractors are also getting into special "pain reduction" systems involving exercise rooms and special treatments. They are also getting into "preventatives" such as food supplements. These could all be advertised on those outside pages, while the inside pages pro-

mote regular chiropractic visits as a means to health improvement.

Also on the outside pages would be the chiropractor's name and address, and even a specially designed logo with his own publication name, if he or she wished it.

It could be made to be a self-mailer, with all the necessary information on that outside page. The patient would never know it wasn't his own publication, produced exclusively for his patients.

The center pages, since they appear on the same page printed, could be printed in sufficient quantities to take care of all your subscribers. In other words, if you had ten chiropractors, each with 5,000 patients on their lists, you would print 50,000 copies of the inside pages. Then you would print 5,000 copies of each of the custom-made outside pages on the other side and have the printer fold and collate them.

Then you would ship or deliver them to the chiropractors and they would have a letter shop prepare them and mail them to their patients.

Doing it this way, you would have several different "profit centers" built in. You would price your work on the custom pages where you made a profit on doing the work. You would price the whole thing to make sure you made a profit on doing the inside pages, as well. And you could also make a profit on the printing. (Any printer offered a 50,000 piece run with folding and collating on a regular monthly basis is going to "sharpen his pencil" carefully before giving you a price. That leaves you room for a nice added profit on the printing.)

If you don't want to be bothered with the printing, you could just contract to provide the client with a laser print (or 1200-2400 DPI Linotronic print) of the finished work. Then he could take it to his printer.

If you want to get further

involved, you could even contract with a letter shop yourself to do the mailing of the copies to his patient list. This would create yet another profit center for you.

It wouldn't take too many chiropractors to keep you in profit, and you could add more and more as your service becomes known. And this business is certainly not a local one. You could advertise in chiropractic journals and get clients all over the country.

WOULDN'T THE SAME THING WORK WITH OTHER KINDS OF DOCTORS?

Of course. The same method could be used to produce newsletters for any kind of doctor, or for many other kinds of professionals, as well.

Way back when, when I was an auto salesman, I produced a small newsletter for my customers and prospects as a means of keeping my name before them. Soon, I was producing the same newsletter for all the salesmen at my dealership, the only changes being the name and photograph of the salesman who was using it.

Later on. I was doing it for dealerships all over Indiana, with the only differences between the different newsletters being the name of the dealership.

Insurance agencies, real estate brokers—any kind of a sales organization—need to have their names remembered by their clients and prospects. A newsletter will be read and kept a long time before a simple circular will be.

SYNDICATION MAKES IT WORK

Remember: anything that can be used by one group can, with changes, be made to work by all other similar groups. That factor can make you a lot of money if you're willing to work at it. I've seen syndication at work in many places, such as in locally produced auto dealer commercials used widely with small changes.

Pounding on the 8-Bits

Buy your own / Share what you know / 8 bits are plenty

February, 1992

by Bob Woolley

Well, I got my DeskJet PLUS fixed. Just pop out the old printer mechanism and drop in a new one. Piece of cake. I guess the PLUS means the one they sell you PLUS a new mechanical assembly makes a great printer. I still like it, I guess - the DJ 500s are selling for under \$400 now.

So, what else have I been doing besides wandering around Seattle? Working on the 1450 speech.

There seem to be three speech modes on the 1450 (I am using the short 1450 board with a 61920-B PBI ROM), Direct (V:N), Literal (V:P), and Phonemes (V:S). The default (V:) mode is Direct.

DIRECT MODE

The SC-01 speech chip is driven by 64 different OP codes sent to it from the computer. Each code executes a routine that generates a fixed-length phoneme or component of speech, a pause, or stops the generation of any sounds. It has been determined that these 61 sounds can be combined to produce any spoken word, making it a simple matter to recite text from your Atari. Welllllll,,, sorta simple. Take a look at the two charts that list these phonemes. The first list has the sounds in OPcode order, the second in "alphabetical" order. To say "the" in direct mode, you would OPEN #1,8,0,"V:N" and PRINT #1; "81?". This sends three bytes of data to the SC-01, x'38', x'31' and x'3F' (the STOP byte). Looking at the first listing, this will say THV+UH2 and then end. You will hear the word "THE". Don't forget the STOP code (\$3F) or you'll hear THEEEEEEEEEEEEEEEEEEE until you close the handler. Looking at the hex values, you can either PRINT #1; CHR\$(xx); CHR\$(yy) ... or PRINT #1; "----", where the ---- are the ATASCII characters whose hex values match your requirements.

Not bad, huh? Just crank out a series of bytes and out comes Hamlet! This mode works great when you have all

your text set up in advance and you never want to change it. Because, if you haven't noticed, it is not easy to decode \$81? to "the" when you're going over your code. In those cases, you want Phoneme mode.

PHONEME MODE

See the three columns in the listings? One column is the hex OPcode that is sent to the SC-01. The next is the Symbol that represents the sound produced. Now, that's more like it! These symbols at least have some resemblance to speech sounds. When you need to generate words, using these symbols makes it a LOT easier to experiment. Once complete, you can generate the hex codes in Direct mode (saving you significant storage space). In Phoneme mode, the handler looks for those specific symbols and generates the OPcodes for the SC-01. To say "the" again, OPEN #1,8,0,"V:S" and PRINT #1; "THVUH2". The handler will send out x'38', x'31' and tack on the x'3F' for you. Of course, there are six characters in your "word" now, rather than three - but, you have some idea of what you're "saying".

You must exercise some care in what you send in this mode - only those symbols are allowed. Anything else is an error 146. This is what you would call a tight translation. If you want a looser mode, try Literal Mode.

LITERAL MODE

In Literal mode, you OPEN #1,8,0,"V:P" and PRINT #1; "THVUH3" just as you did in Phoneme mode. The difference is that the groups of characters are decoded one at a time instead of being grouped first. This "word" (the) will be spoken as "T.H.V.U.H.three" - numbers will be spoken as a word. Take the IU character, for example. The handler can either look at that as the group "IU" and send x'36' or he can consider it as I and U and send X'27' and x'28'. In Phoneme mode, it is x'36' - in Literal mode, it is x'27' and x'28'. This give somewhat different results from the same text, although it is somewhat easier to resolve in Literal mode. For a pause, you don't need the PA0 or PA1 phoneme (it gives you PAHzero and PAHone) - just use a space. This Literal mode more closely resembles a text-to-speech mode, but it is by no means complete. You still have to do a lot of work on

Buy your own / Share what you know / 8 bits are plenty

text to get it to sound out properly.

Notice that neither mode will allow the characters C, Q or X (although CH is allowed). These sounds must be made with their equivalent phonemes. "EKS" in Literal, and "EHKS" in Phoneme will give you an "X" sound, for example. So, to recap, use Direct for the best

pronunciation and least memory usage, use Phoneme for best pronunciation and easier decoding, and use Literal for easiest decoding or text-to-speech (just spel it funny, lik kat for "CAT").

There is one optional parameter in each mode - the F modifier. Opening "V:SF" will buffer the output to the SC-01 such that the handler does not have to wait for

OPCODE	PHONEME	EXAMPLE	OPCODE	PHONEME	EXAMPLE
00	EH3	jackEt	20	A	tAme
01	EH2	Enlist	21	AY	jAde
02	EH1	hEAvy	22	Y1	Yard
03	PA0	short pause	23	UH3	missIOn
04	DT	buTTer	24	AH	mOp
05	A2	mAke	25	P	Past
06	A1	pAil	26	O	cOld
07	ZH	pleaSure	27	I	pIn
08	AH2	hOnest	28	U	mOve
09	I3	inhibIt	29	Y	anY
0A	I2	Inhibit	2A	T	Tap
0B	I1	inhIbit	2B	R	Red
0C	M	Mat	2C	E	mEEt
0D	N	suN	2D	W	Win
0E	B	Bag	2E	AE	dAd
0F	V	Van	2F	AE1	After
10	CH	CHip	30	AW2	sAlty
11	SH	SHop	31	UH2	About
12	Z	Zoo	32	UH1	Uncle
13	AW1	lAWful	33	UH	cUp
14	NG	thiNG	34	O2	bold
15	AH1	fAther	35	O1	ab0ard
16	OO1	looKing	36	IU	yOu
17	OO	boOk	37	U1	jUne
18	L	Land	38	THV	THe
19	K	triCK	39	TH	THin
1A	J	Judge	3A	ER	bIRd
1B	H	Hello	3B	EH	rEAdy
1C	G	Get	3C	E1	bE
1D	F	Fast	3D	AW	cAll
1E	D	paID	3E	PA1	long pause
1F	S	paSS	3F	STOP	end speech

LIST 1 - OPCODE ORDER

Buy your own / Share what you know / 8 bits are plenty

each OPcode to complete before accepting another string. To see this, just loop on a PRINT #1; "nnnnnn" to the V: handler. With the F option, the voice will continue after you break the loop with the BREAK key, where it would stop immediately at the end of the string when OPENED as just "V:S".

SE YUIU NEH3KSPA0T MAH2TH!

OPCODE	PHONEME	EXAMPLE	OPCODE	PHONEME	EXAMPLE
20	A	tAme	19	K	trICK
06	A1	pAil	18	L	Land
05	A2	mAke	0C	M	Mat
2E	AE	dAd	0D	N	suN
2F	AE1	AfTer	14	NG	thiNG
24	AH	mOp	26	O	cOld
15	AH1	fAther	35	O1	abOard
08	AH2	hOnest	34	O2	bold
3D	AW	cAll	17	OO	boOk
13	AW1	lAWful	16	OO1	looKing
30	AW2	sAlty	25	P	Past
21	AY	jAde	03	PA0	short pause
0E	B	Bag	3E	PA1	long pause
10	CH	CHip	2B	R	Red
1E	D	paID	1F	S	paSS
04	DT	buTTer	11	SH	SHop
2C	E	mEEt	3F	STOP	end speech
3C	E1	bE	2A	T	Tap
3B	EH	rEAdy	39	TH	THin
02	EH1	hEAvy	38	THV	THE
01	EH2	Enlist	28	U	mOve
00	EH3	jackEt	37	U1	jUne
3A	ER	bIRd	33	UH	cUp
1D	F	Fast	32	UH1	Uncle
1C	G	Get	31	UH2	About
1B	H	Hello	23	UH3	missIOn
27	I	pIn	0F	V	Van
0B	I1	inhIbit	2D	W	Win
0A	I2	Inhibit	29	Y	anY
09	I3	inhibIt	22	Y1	Yard
36	IU	yOu	12	Z	Zoo
1A	J	Judge	07	ZH	pleaSure

LIST 2 - SYMBOL ORDER





by Bob Schlar SLCC 8-bit Software Chairman

SLCC DISK- January 1992

This month we have an all GAMES disk! The back has only one program named XYBEX. The front has 5 other games, DOCs, etc. In addition, we're also issuing the updated 8-BIT Library Program disk. Both are discussed below. Please note that the disk numbering system is slightly different now!

CONTENTS (Disk #1001)

Games

- BCKGAMON.BIN- for one player (?).
- FOURLTR.BAS (& DOC)- 'prototype' of a game for 2 players.
- ANGLWR.OBJ- written in ACTION by S. Ockers- many options.
- BJAUTO.BAS- Atlantic City blackjack w/instructions and options. See warning!
- BLKBOX.BAS (& DOC)- a puzzle with a lot of options re complexity!
- ZYBEXFIX.BAS- lets you fix the mode of operation of:-
- XYBEX- the monster shoot-em-up game which takes the whole back.

PROGRAM COMMENTS

BCKGAMON.BIN, or "Big Daddy's Cocktail Backgammon" seems to be adapted from a coin operated game, for one or two players. I have only been able to make it work in one player mode. Length of play is limited by a timer. Use J/S to play. The computer is a worthy, but cautious opponent! Of course, there is no Doubling Cube. Hit [OPTION] when you can't move.

FOURLTR.BAS (& DOC) is a prototype of a game by Joel Gluck from ANALOG #16 (2/84)- for two players. It can be used as is (especially by younger players) or as the basis for a more sophisticated program. Players compete to spell 12 four letter (nonsense?) words. See the DOC for more details.

ANGLWR.OBJ by the old Master Stan Ockers, is a fast J/S romp for 1 or 2 players- with many options. Written in ACTION, it's self explanatory.

BJAUTO.BAS by Dave Rappaport, is an Atlantic

City, 4-deck, version of Blackjack. Options and help features are explained in its Instructions. Be sure to play it from a copy, because it may write back to the disk.

BLKBOX.BAS (& DOC) by Ken Arrowdee is from ANIC for Aug. 1988. It's a computer upgrade of a board game puzzle that isn't available any more. You tell the computer how many items to hide in the box (shown as a grid) and set the size of the box. Then you try to find them in the least number of turns, by probing with J/S 'rays' which produce graphic clues.

XYBEX is a huge shoot-em-up which uses the whole back of the disk. It neither needs nor has a DOC! The front of the disk has ZYBEXFIX.BAS which gives you some options for game play.

SLCC 8-BIT LIBRARY DISK

This updates the SLCC library thru December 1991 (Vol.9/#12) This disk (0-PR; originally PRGL); was single density. It's now necessary to put the DOM DB list (on the back) into Enhanced Density format. We can maintain a parallel, if somewhat limited copy, in single density, for members who need it. The front is still in Single Density,- readable with an 810 drive.

A number of other changes have been made. READER has been updated;- MENU and EXAMINE have been added. Use the "T" function of MENU for a fast, but useful scan of either PROGLIB.DB. EXAMINE will show you any selected portion of these lists- as stored on the disk. The program relations and choices available at boot-up are diagrammed and explained on the disk.

If you RUN this program under TURBO BASIC it speeds everything up 30-40%; but TB requires an XL or XE! The TURBO.BAS and MLSRTURN.ARB files let you do that! PROGLIB.DOC has full insuctions on how to implement this feature.

NOTE:- All disks from Vol.8/#10 are now cataloged in four digit format (as in #0810). This includes disks formerly Nos. 11, 12, 110, 21, 31, 41, 51 & 61. These changes were made because we're now in Vol. #10; and to prevent confusion when the program searches for files.

Except for a few updates, the rest of this disk is identical with the last one (Jan. 1990).

Microworld

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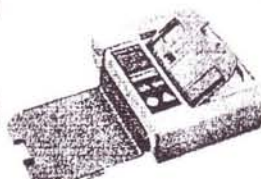
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*What's different about
the 1040 STE?*

JOS 1.62

Built in Blitter

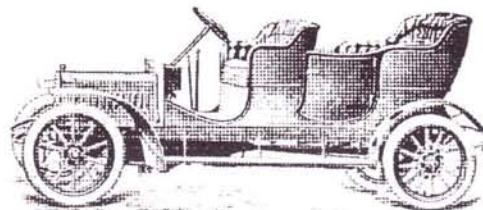
4 SIMMS Slots

4 Joystick Ports

Stereo RCA Jacks

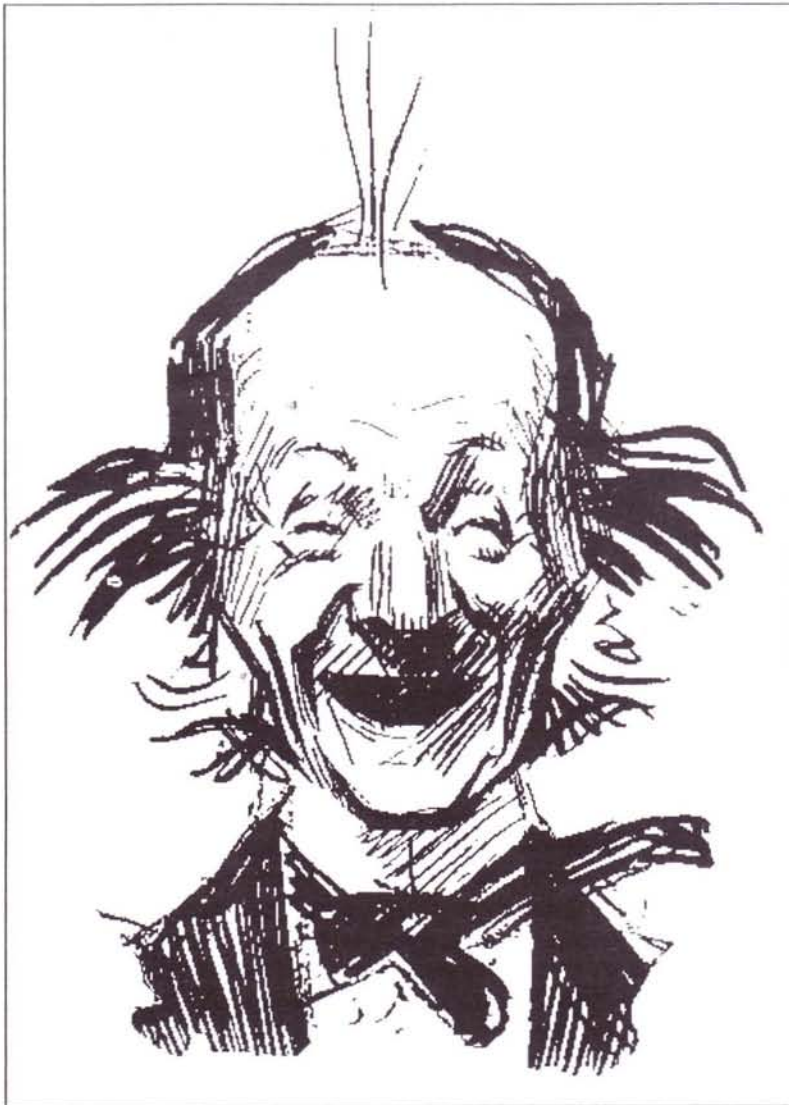
4096 Color Palette

Lower Price! **\$399**



Sample PD clipart from the SLCC disk library.

MORAN BUYS LASER!!



After much thought I finally decided to upgrade my printer. (The truth is my wife nagged constantly about the noise from my trusty and noble 24 pin Star dot matrix printer). So after much bean counting it was decided that a laser

printer would add some class to my printing.

Why the LaserJet? That's easy; my better half has a couple of LaserJet II's in her office that for four years have worked great with a minimum amount of problems.

When buying anything this day and age, it seems that horse trading is just part of the deal so once the decision had been made as to which laser we wanted the search began.

The list price of the LaserJet IIIP is somewhere around \$1500 to \$1600 dollars. Mail order prices run considerably less; about \$975 to \$1000. This is of course not a Postscript printer at these prices.

After watching ad's and calling around a bit the price of the LaserJet around here seemed to be stuck closer to \$1500 than \$1000. Then I ran across an ad from BIZMART in San Leandro no less, selling an earlier version, the IIP, for \$800+. When we visited the store they also had the IIIP priced at \$1100+. Not bad!

They also had a sign posted saying they would not be undersold. After questioning the sign it turns out they will equal any advertised price, anywhere in California. About 15 minutes later, thanks to an ad in Computer Currents, I was headed home with my new toy which cost \$975, plus tax of course.

Any normal person would think that was all there was to it, right? No way. First of all programs like Word Perfect, Word Writer and Data Manager Professional need

printer drivers.

This was no problem with Word Writer, it doesn't know the difference between a IIIP and an ATARI laser printer, so I lied to it, and it worked fine.

Data Manager Professional didn't seem to care about anything and worked well, almost. There was a bit of a problem with Data Manager (DMP) printing out labels.

Up to now all it had to do was print labels in a continuous roll one after the other and this it did great. Now I had to teach it to do three across thirty to a page.

This is where the trouble began. First all the fields in DMP had to be shortened to fit three across on a regular sheet of paper. Next it seems the IIIP doesn't like the signal it gets from the ST so a printer buffer magically appeared on the desk to solve that problem. The real problem was trying to get the labels printed at the proper vertical spacing; it seems the labels are ten to the page and DMP wanted to print eleven.

Of course belonging to a user group like the SLCC makes problems like printer buffers and label spacing easy. All I had to do was call our in house laser expert, Jim Hood. He ran over with the printer buffer off his system and that cured, or at least identified, one problem. The problem with the label spacing did not go quite as well.

Keep in mind all this is going on during the Christmas holidays when nobody has any spare time. Needless to say

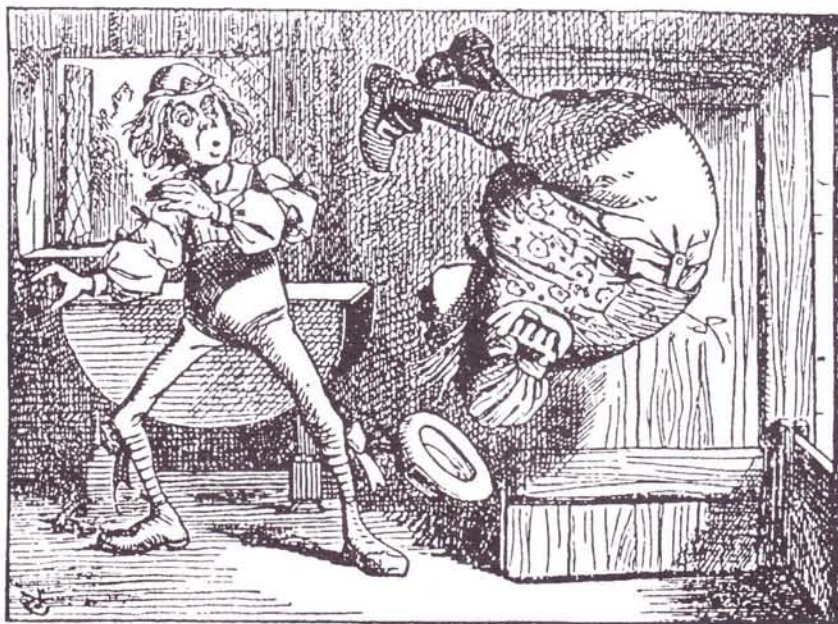
Jim and I had been through problems like this before and knew all we needed was to send a simple command in printer code and the spacing problem would be instantly cured. Right!

Well a few hours (40) and a few hundred sheets of paper later everything had failed miserably and I was thinking of finding some sucker to print the club's labels on one of those old fashioned but super efficient dot matrix printers.

I probably forgot to mention

With that problem solved so easy the drivers for Word Perfect were simple. HA! With much fiddling around and more phone calls to SLCC experts, Ralf Herman this time. Word Perfect finally came around and is working far more efficiently than I am.

With all this one might think I was unhappy with my new toy, but nothing could be further from the truth. It is an exceptional printer that has already given me many hours of enjoyment as I tried to be as



Jim Moran tells Jim Hood about his new laser.

the printer came with several books of instructions and technical references (a 4" pile of them) so while I was doing all this I had read through all of them several times. All that is except for one page, the one that said if vertical spacing is off, go to menu and change it.

smart as it is.

If you look at the label on your SLCC JOURNAL this month you will see an example of the fine printing the LaserJet IIIP does.

See you at the meeting -
Jim Moran

Moran's Minute Minutes of Our Gemuliferous General Meeting

Jim Moran

The meeting was called to order at exactly 8:00 PM by VP Jim Hood. (It seems that President What's His Name was off wandering around with a young lady somewhere.) All Officers except the one with wanderlust were present and accounted for.

A short session of questions and answers brought out a discussion of the way ATARI's rebuilt equipment exchange works and some of the costs involved.

Bob Scholar demonstrated the 8 Bit floppy for the month which contains the usual good mixture of games, utilities, demo's etc. One of the demos this month is a little quickie from a past ANTIC magazine that was programed by Mark Perez, who some of you might remember was half of the "Dynamic Duo"—the software chairmen for the SLCC in years gone by.

Don Safer took pity on us once again and gave a demonstration of a piece of game software for the ST that we can save money on by not buying.

SILENT SERVICE II despite pretty good graphics is game which, in Don's considered opinion, just doesn't measure up to par. Don felt that SILENT SERVICE I was better and in some ways the original on the 8 Bit was also better.

Now for the big deal of the evening, our VP conducted the raffle and I mean conducted it. He usually makes a big deal of having some surprise guest to draw the winning tickets but tonight he drew them himself and of course only his friends won anything. It would seem after all these years we would learn our lesson. Oh well.

Being no further business the meeting was adjourned at 9:00 PM.

Jim Moran - Secretary

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1040STE and color monitor... \$719

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Mega STE

16 mhz, built-in 50 meg hard drive, VME bus, stereo sound, 4096 colors, Blitter chip, math-coprocessor socket, improved keyboard

\$1,395 for 2 meg, and \$1,495 for 4 meg



520/1040STE

built-in drive, Blitter chip, stereo sound, 4096 colors, simm memory

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use a pen to draw and operate desktop, works alongside with the mouse, great for drawing

Tablet and driver software for \$214



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Runs color low, color medium, and monochrome high resolutions all in one monitor. Supports high res color boards for 256 colors on screen at once. 14" screen, 800 x 600, dot pitch of .28mm, tilt-swivel stand.

Multisync monitor...\$429, switchbox...\$69, combo...\$459



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High density drive controller and 1.44M drive for \$165

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Our Next Meeting:

Discussion: Should we buy a laser printer from Bob Woolley to raffle off at the March meeting?

A Northern California Atari fair?
What's the status ?

Raffle: Deskset II, Atari's \$500 Page Design & Desktop Publishing Program. From Winners Circle.
Racing Destruction Set. From ?? via Jim Moran.

Speaker: ??

Keith Sammons has a double sided floppy for sale at \$129.95, but I say hold off until he gets us a boffo speaker.
887-2008 if you don't care what I say.

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